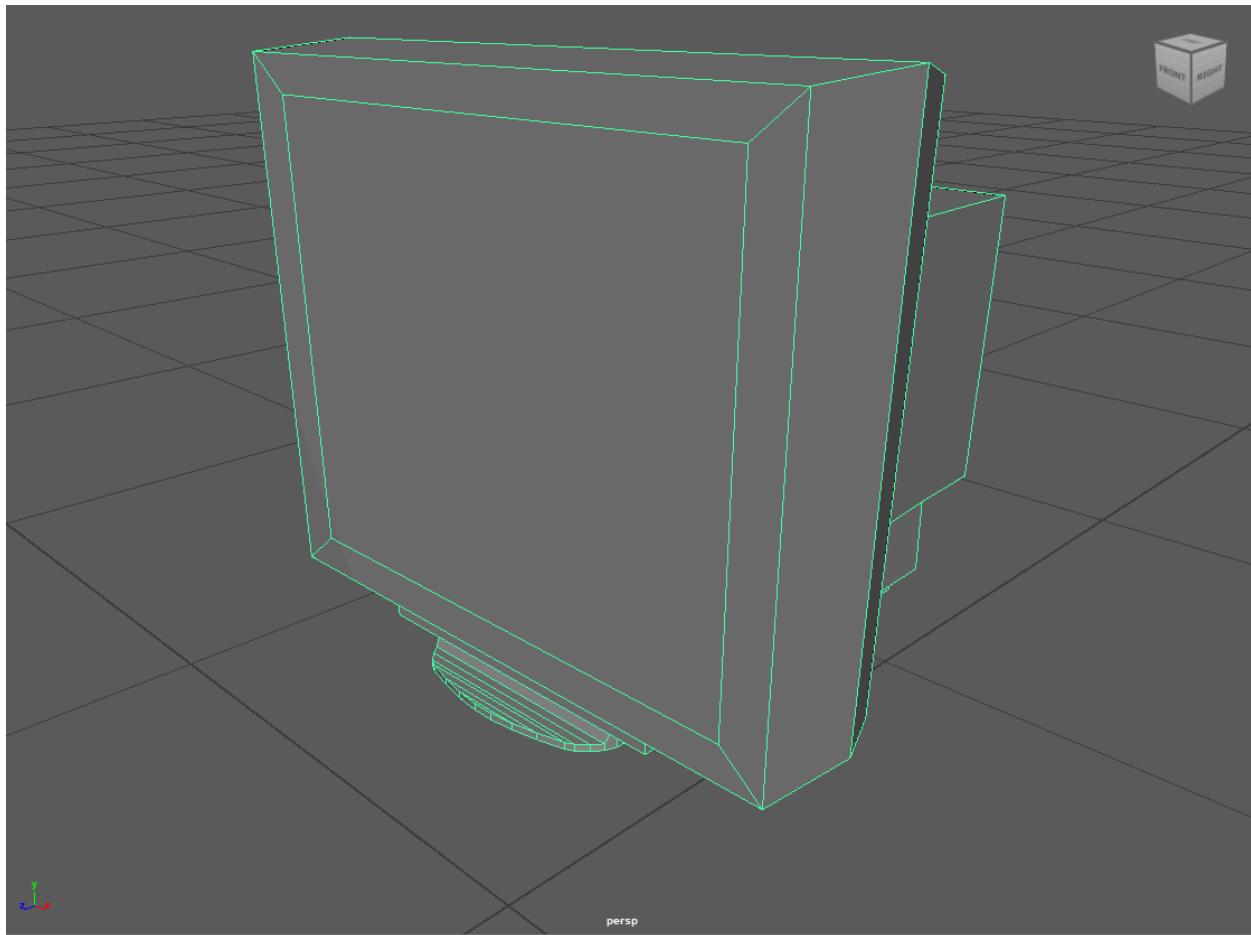
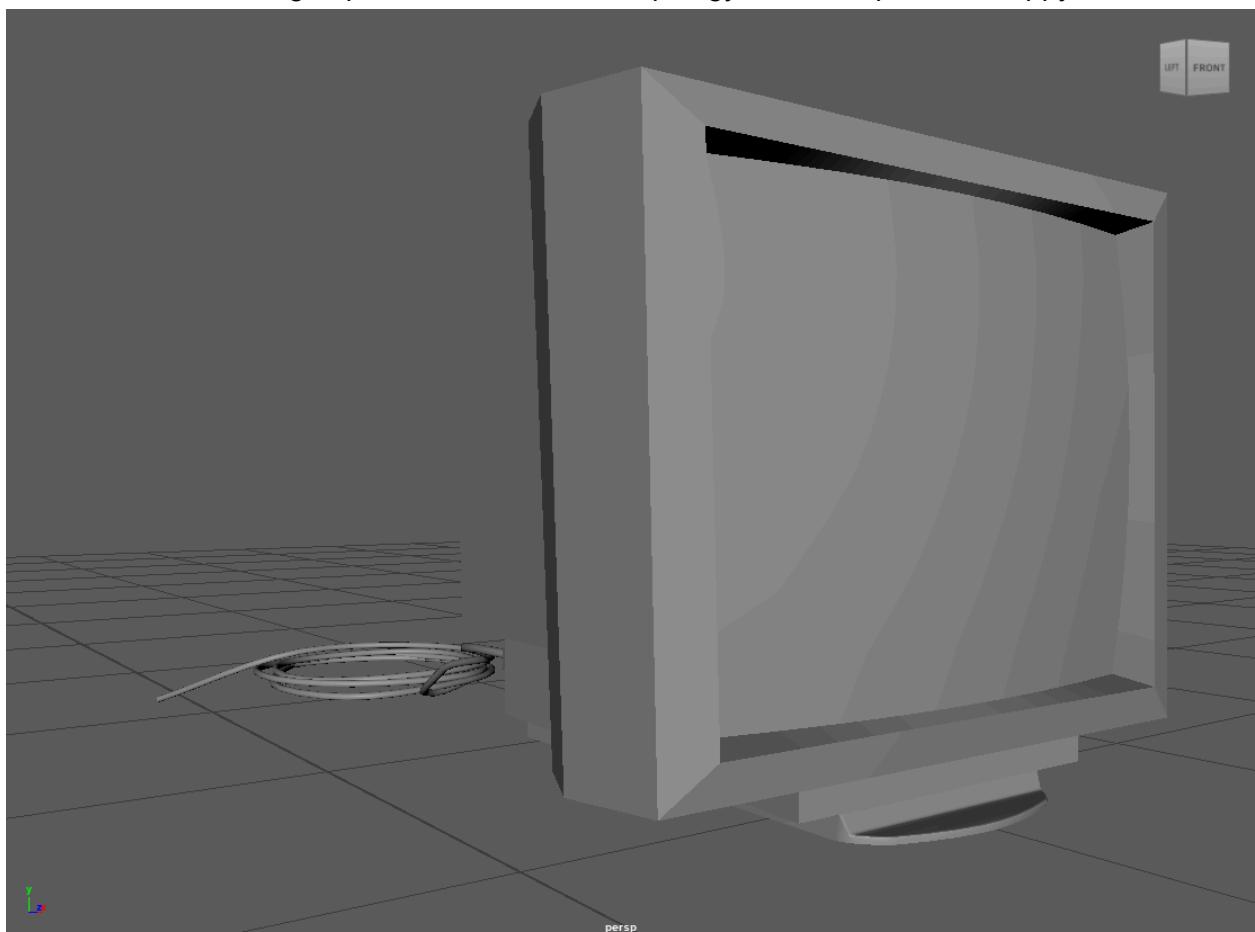


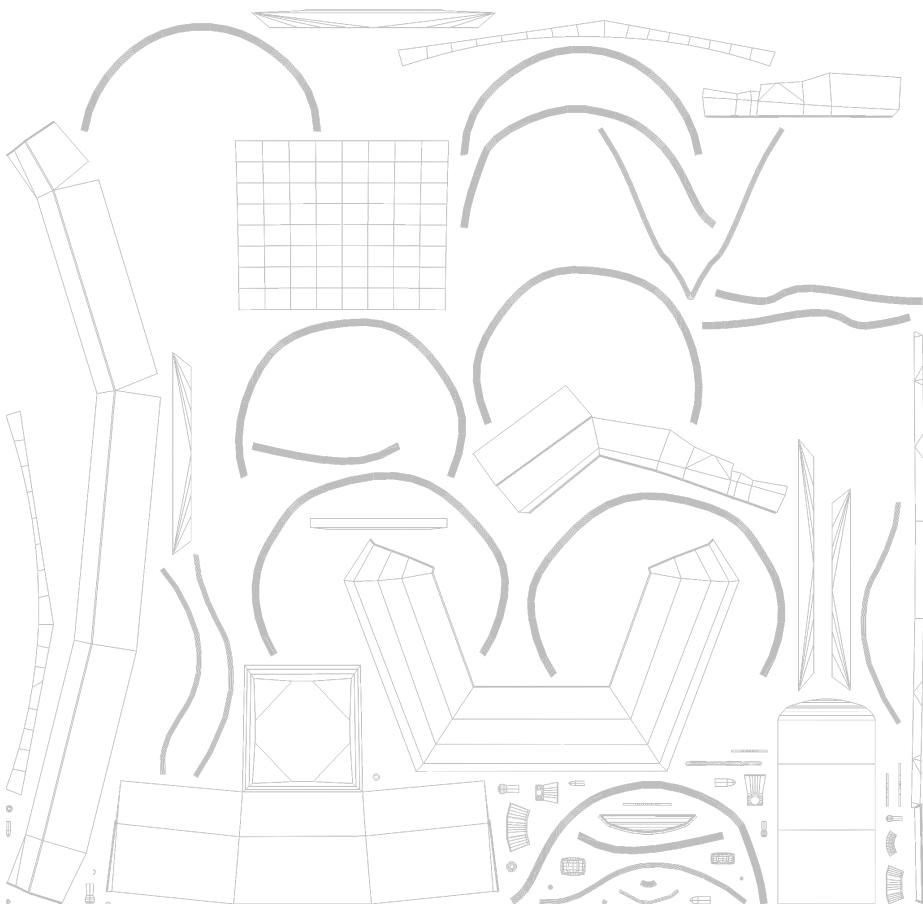
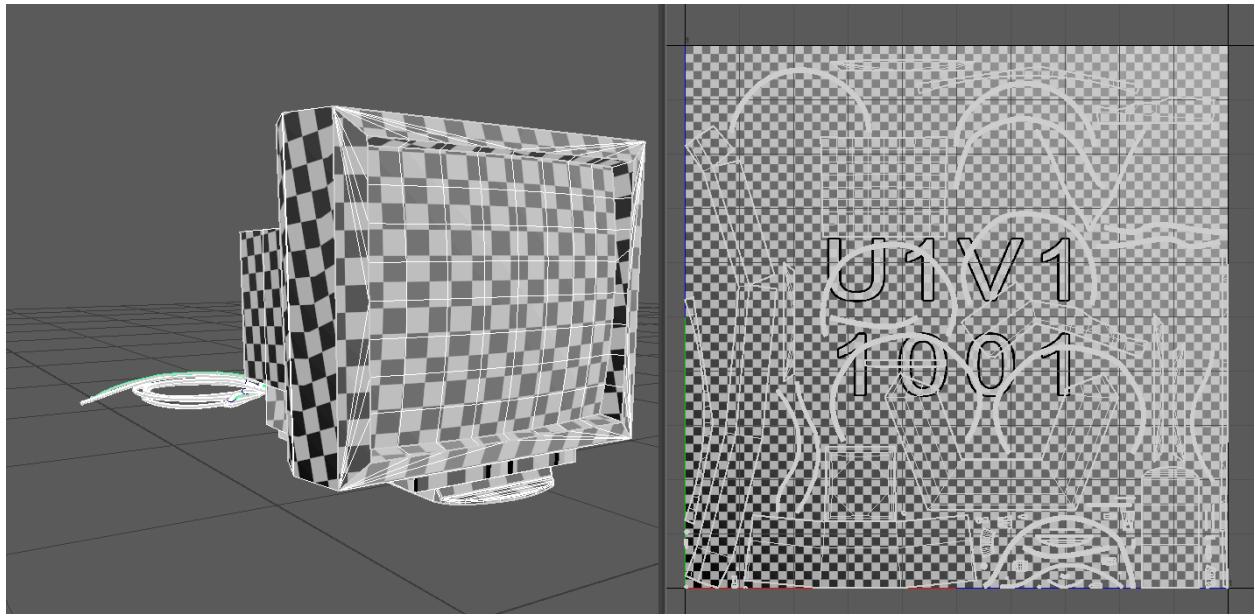
First thing I must say, I think I may have bit off a bit more than I could chew for this one to get it done within the timeframe given, but I think I ultimately delivered something decent. I decided to model an old school CRT box monitor for this one. I started with a couple of boxes stacked on each other and then modeled from there to get the monitor done.



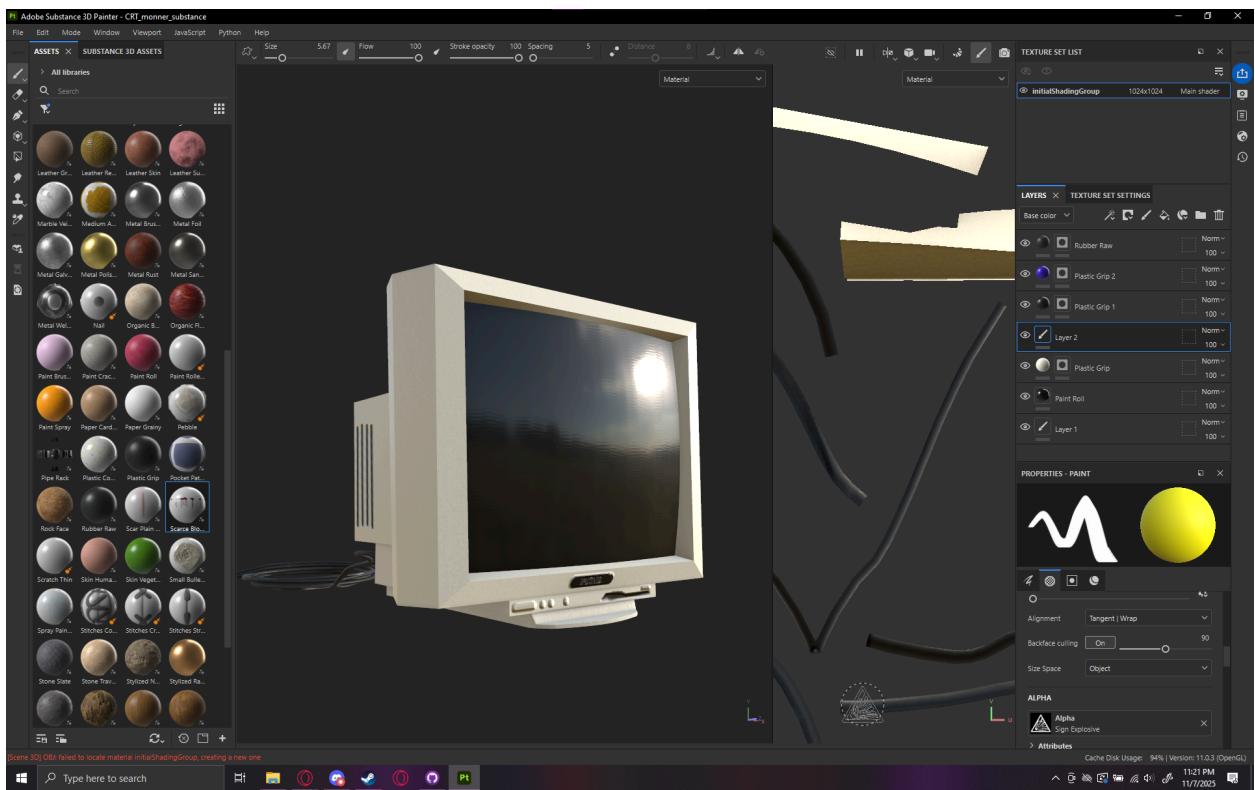
From this blockout stage I proceeded until I had topology and a shape I was happy with.



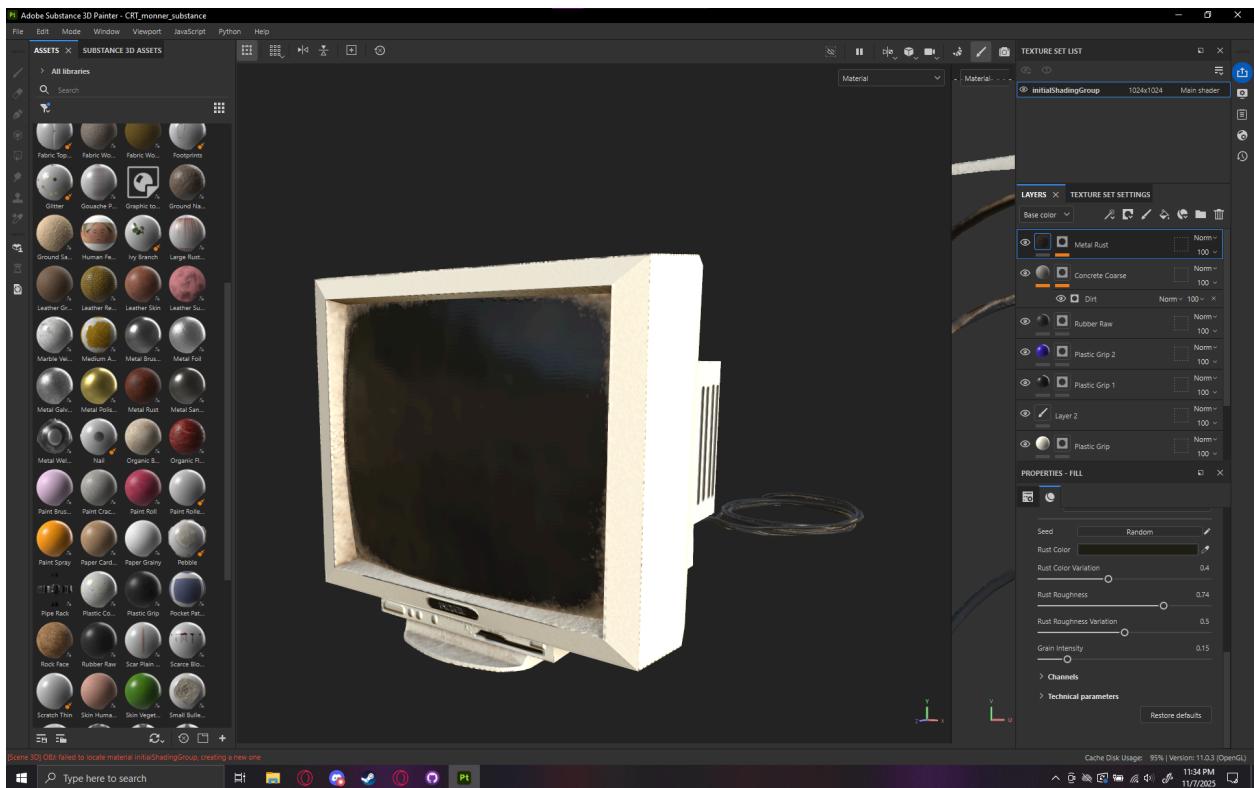
I also really tried to get a clean UV done with absolutely no stretching this time around. And I think I did a pretty good job, and I must say its possibly the cleanest UV's I've ever done.



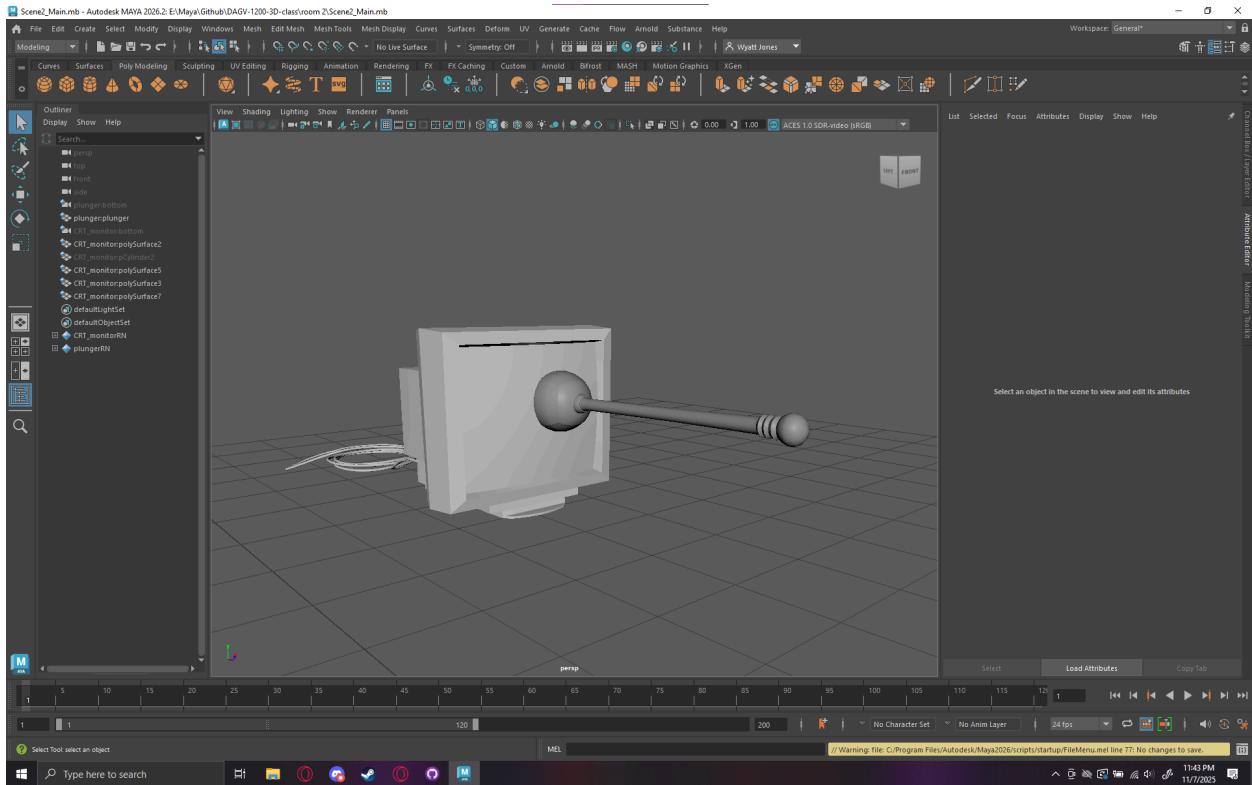
I also tried to get a decent job done in substance. I planned from the beginning to include some of the details for the monitor specifically in substance, like the dots and slits on the back of the monitor, as well as buttons, the badge, and the floppy drive slit on the front.



after this I added some grunge to play around with the generators a bit more, and to add age to the model since it looked a bit too clean.



After this I referenced it into the main scene, and stuck my plunger onto the monitor's screen.



I am overall happy with this, even if I had to cut some corners and cut it pretty close to the end of the clock.

I also used curves for the wires at the back of the monitor, but don't have any images for proof.

My github URL:<https://github.com/Squishitron/DAGV-1200-3D-class>